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Sonic the comic

SEGA BUS TOUR DATES

starring SONIC THE HEDGEHOG™

JET PACK ATTACK!

SPARKSTER™!

NEW STORY

SONIC's GREAT ESCAPE!

KNUCKLES - TOTAL CHAOTIX!

KID CHAMELEON - CHANGING FACES!

Q ZONE SPECIAL — MORE MICKEY MANIA!

GRAPHIC ZONE — HUMES HOT ART!

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

The humes-who-think-they're-in-charge keep telling me that all work and no play makes me a dull droid (that must make them *very* interesting!). For once, I've taken their advice and have decided to sample the delights of another planet for a wee change. Before I depart let me tell you what's in store this issue ...

There's hot action with **Sonic** and the gang in the first part of a great new story, **The Great Escape**! The Kid's still proving to be a real two-faced Chameleon in **Back to Reality**! **Knuckles** has his work cut out with those menacing Metallixes in **Total Chaotix**, meanwhile the Possum Power continues in **Sparskster**, **Last of the Rocket Knights**! Also, check out the Summery **Graphic Zone** and you'll find out I'm not the only one around here who's getting in the holiday spirit!

Now for some good news, and some not-so-good news! Unfortunately, from issue 58, *STC* will cost an extra 5p (boo-hiss!). It's not even due to an oil demand for us droid! Ooh no, it's down to dull hume-type things like rising paper costs, but the good news is that *STC* 58 will be the start of a new-look comic. Yes, the U.K.'s Official Sega Comic will be given a face lift, proving that even the best can be improved! More will be revealed but, meanwhile, I'm off to the local garage to have my rust spots buffed (I told you that even the best can be improved!).

Megadroid

GET BUS-Y!

Time to hit the road again as the Sega 'In 2 Action Tour' gathers momentum with the steaming hot 1995 Summer Roadshow!

The fun-packed Sega Buses will be visiting holiday centres, theme parks, plus oodles of other venues around the country and the good news is ... it's FREE!

So brush up on your gameplay now and prepare to compete in the 'Sega Challenge', play the 32X games and try out all the latest Sega consoles. Just a taste of things on board! Don't forget to tell them *STC* sent you!

For Boomers wishing to find out if the Sega Bus is visiting your area, contact the number below:-

Sega Bus Hotline: 0891 555575

Make sure you have the permission of the person who pays the bill before you call. Calls are charged at 36p per minute cheap-rate and 48p per minute at all other times. CBH and Sega cannot be held responsible for last-minute changes to the schedule.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up | down | non mover | RE re-entry | NEW new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	—	WINTER OLYMPICS
2	▲	ROAD RASH 3
3	▼	FIFA SOCCER '95
4	▼	BALLZ
5	▲	TOEJAM AND EARL 2
6	▼	ETERNAL CHAMPIONS
7	▼	PGA EUROPEAN TOUR GOLF
8	▲	MICRO MACHINES 2
9	RE	JIMMY WHITE'S WHIRLWIND SNOOKER
10	RE	THE LION KING

MEGA-CD

1	—	GROUND ZERO TEXAS
2	▲	PITFALL
3	▼	WORLD CUP USA '94
4	▼	MICKEY MANIA
5	—	FIFA INTERNATIONAL SOCCER
6	▲	BRUTAL: PAWS OF FURY
7	RE	SNATCHER
8	—	REBEL ASSAULT
9	▲	NOVA STORM
10	RE	SONIC CD

MASTER SYSTEM

1	—	BRAM STOKER'S DRACULA
2	—	ROAD RASH
3	▲	COOL SPOT
4	RE	SONIC THE HEDGEHOG 2
5	—	ROBOCOP V TERMINATOR
6	▲	WINTER OLYMPICS
7	▼	DESERT SPEED TRAP
8	▼	STAR WARS
9	▼	RAMPART
10	▼	SENSIBLE SOCCER

GAME GEAR

1	▲	DESERT SPEED TRAP
2	▲	JAMES POND 2 - ROBOCOD
3	▲	SONIC THE HEDGEHOG 2
4	▼	WINTER OLYMPICS
5	▼	MICKEY MOUSE 2
6	▲	PGA TOUR GOLF 2
7	▲	STRIDER 2
8	RE	THE INCREDIBLE HULK
9	▲	BATMAN RETURNS
10	NEW	F15 STRIKE EAGLE 2

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- **Publisher:** Rob McMenemy

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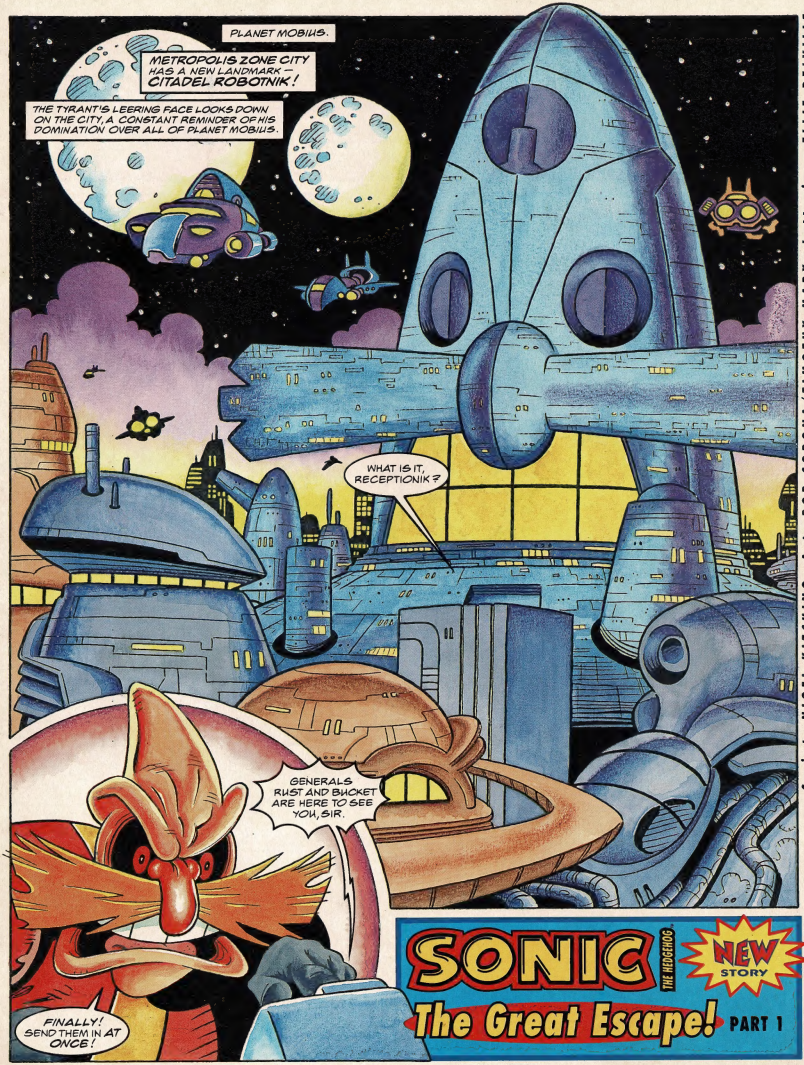
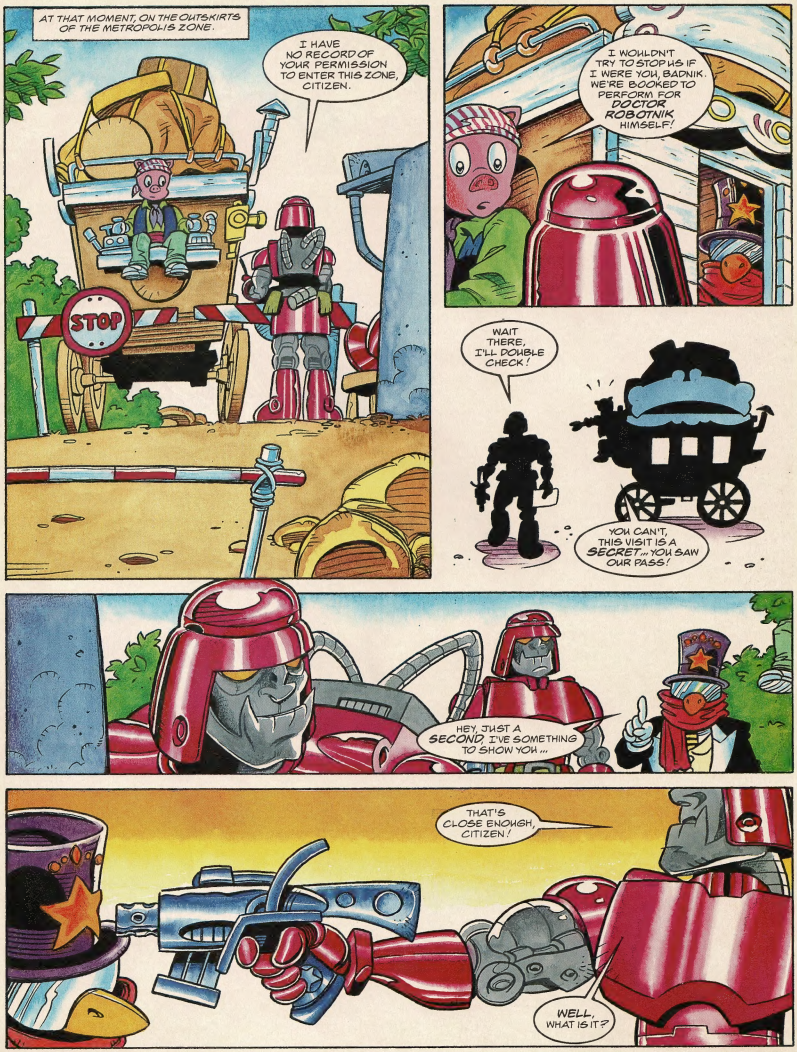
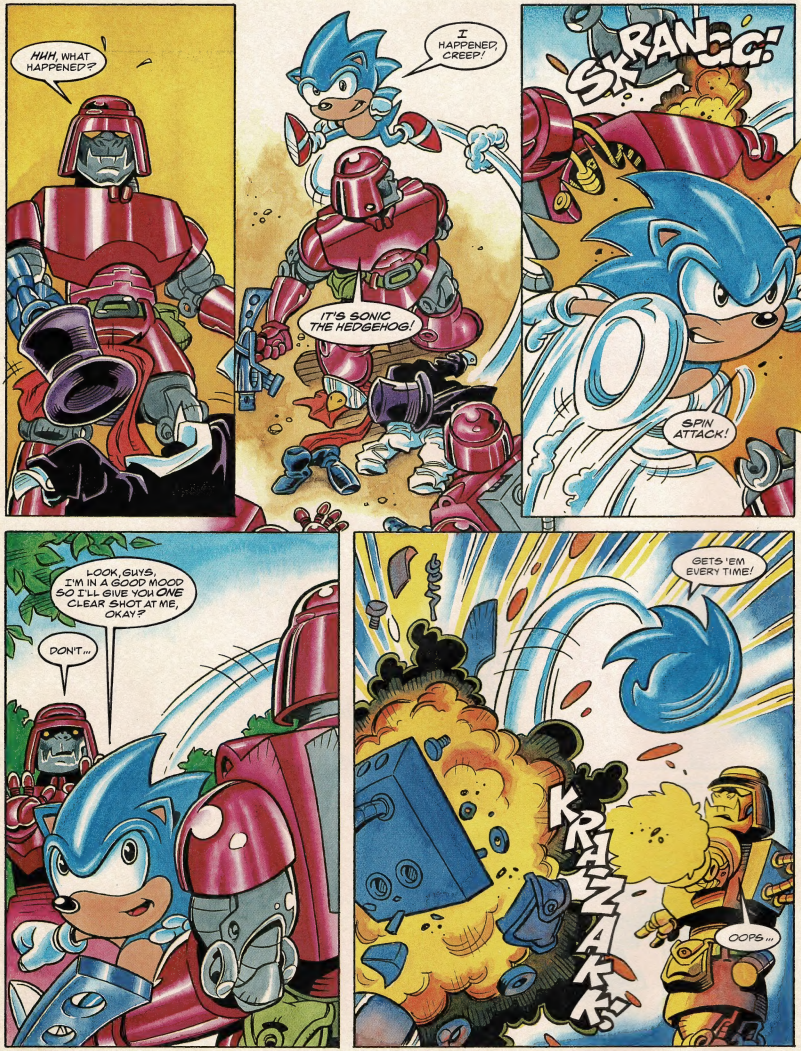
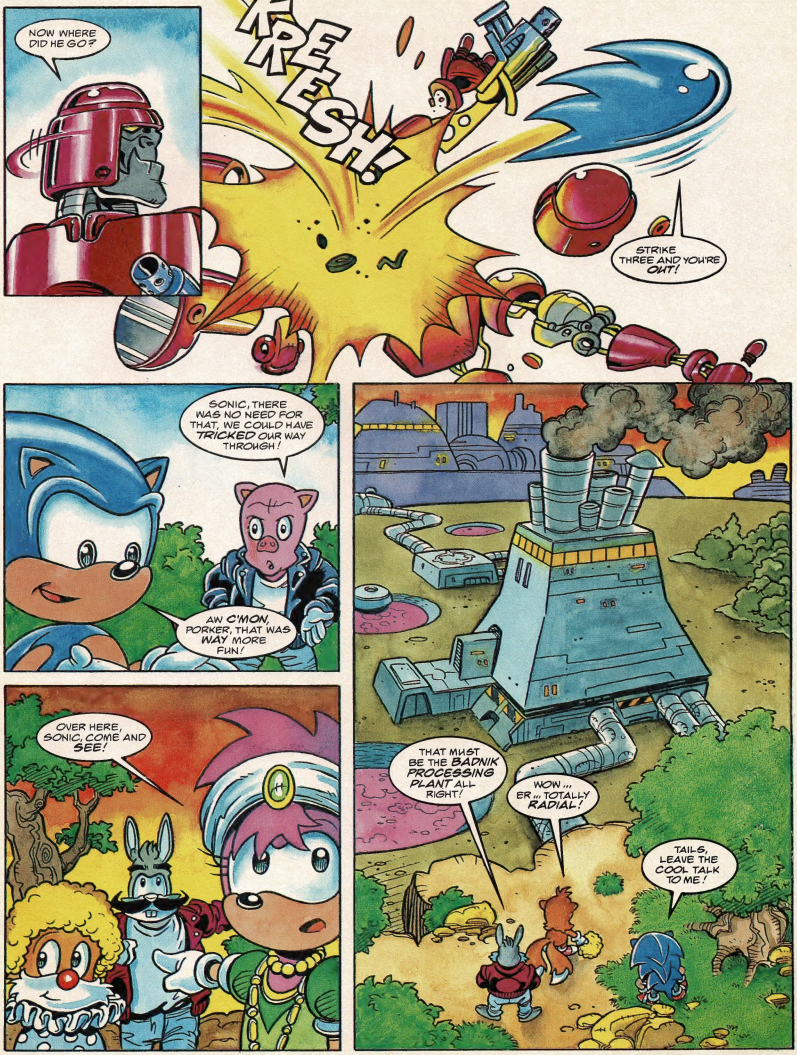
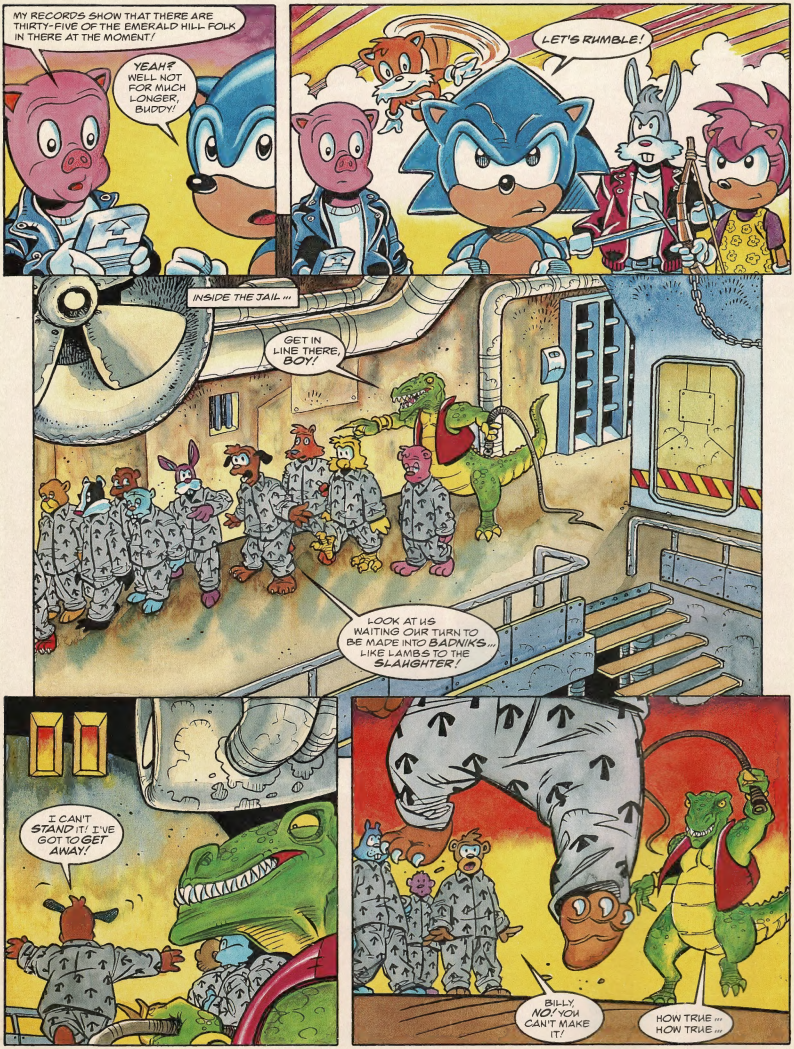

PLANET MOBIUS.
METROPOLIS ZONE CITY HAS A NEW LANDMARK — CITADEL ROBOTNIK!
THE TYRANT'S LEERING FACE LOOKS DOWN ON THE CITY, A CONSTANT REMINDER OF HIS DOMINATION OVER ALL OF PLANET MOBIUS.
WHAT IS IT, RECEPTIONIK?
GENERALS RUST AND BUCKET ARE HERE TO SEE YOU, SIR.
FINALLY! SEND THEM IN AT ONCE!
SONIC THE HEDGEHOG
NEW STORY
The Great Escape! PART 1
Script: NIGEL KITCHING Art: ROB CORONA/TIMOTHY MARX Lettering: ELLIE DE'VILLE

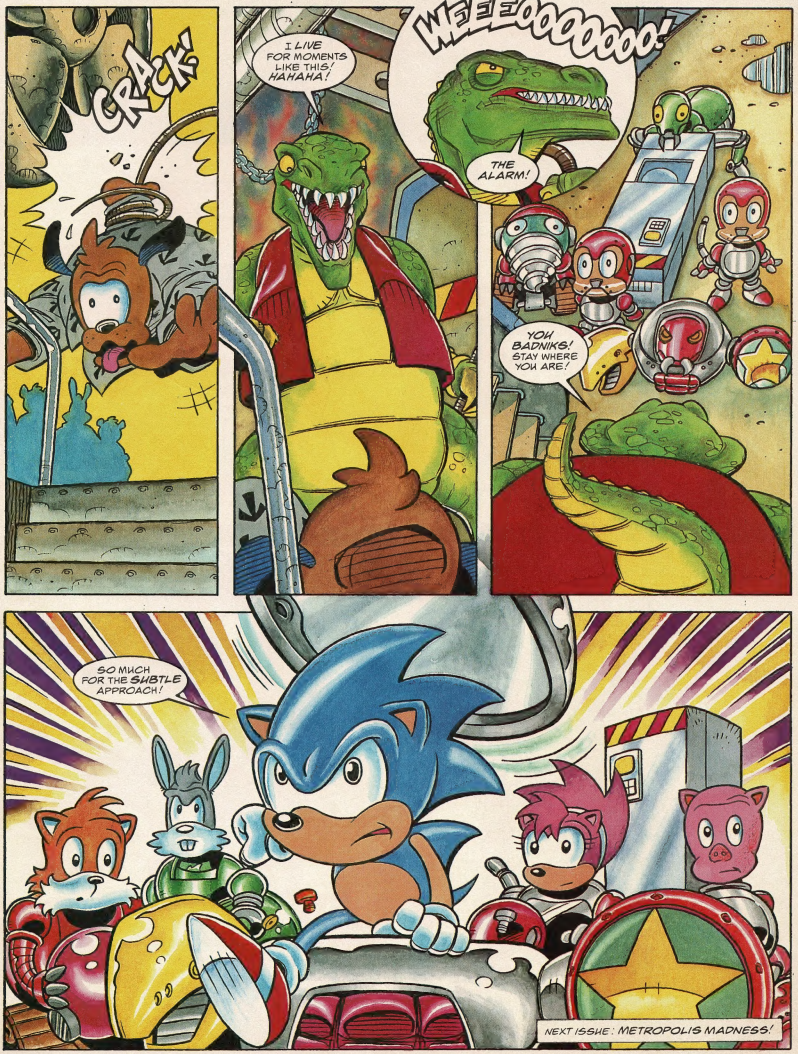
WELL FOOLS, REPORT! ARE ALL THE PEOPLE OF THE EMERALD HILL ZONE ENSLAVED YET?
NOT EXACTLY, GREAT ROBOTNIK ... THERE'S A PROBLEM ...
PROBLEM? WHAT DO YOU MEAN, 'PROBLEM'?
IT'S THE EMERALD HILL ZONE, MASTER, THERE'S NOBODY THERE!
THE WHOLE ZONE IS DESERTED!
IT'S THAT CURSED HEDGEHOG! SOMEHOW HE'S HIDDEN THE EMERALD HILL FOLK! *
TAKEN THEM OUT RIGHT UNDER THE NOSES OF YOU TWO SIMPLE-TONS!
THAT MAKES ME MAD!
KRASSH!
BONK!
KERPLUNK!
RECEPTIONIK, CALL THE CARETAKER DEPARTMENT AND TELL THEM TO BRING A COUPLE OF LARGE BIN BAGS.
AT ONCE, SIR.
* AND IF YOU DON'T KNOW THAT THEY'RE NOW LIVING ON THE FLOATING ISLAND, I'M NOT GOING TO TELL YOU ABOUT IT HERE – MEGADROID.


AT THAT MOMENT, ON THE OUTSKIRTS OF THE METROPOLIS ZONE.
I HAVE NO RECORD OF YOUR PERMISSION TO ENTER THIS ZONE, CITIZEN.
STOP
I WOULDN'T TRY TO STOP US IF I WERE YOU, BADNIK. WE'RE BOOKED TO PERFORM FOR DOCTOR ROBOTNIK HIMSELF!
WAIT THERE, I'LL DOUBLE CHECK!
YOU CAN'T, THIS VISIT IS A SECRET... YOU SAW OUR PASS!
HEY, JUST A SECOND, I'VE SOMETHING TO SHOW YOU...
THAT'S CLOSE ENOUGH, CITIZEN!
WELL, WHAT IS IT?


HHH, WHAT HAPPENED?
I HAPPENED, CREEP!
IT'S SONIC THE HEDGEHOG!
SKRANG!
SPIN ATTACK!
LOOK, GUYS, I'M IN A GOOD MOOD SO I'LL GIVE YOU ONE CLEAR SHOT AT ME, OKAY?
DON'T...
GETS 'EM EVERY TIME!
KRUNZAKS
OOPS...


NOW WHERE DID HE GO?
KRE-ESH!
STRIKE THREE AND YOU'RE OUT!
SONIC, THERE WAS NO NEED FOR THAT. WE COULD HAVE TRICKED OUR WAY THROUGH!
AW C'MON, PORKER, THAT WAS WAY MORE FUN!
OVER HERE, SONIC, COME AND SEE!
THAT MUST BE THE BADNIK PROCESSING PLANT ALL RIGHT!
WOW... ER... TOTALLY RADIAL!
TAILS, LEAVE THE COOL TALK TO ME!

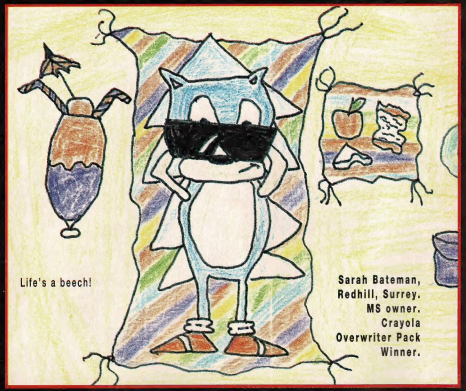

MY RECORDS SHOW THAT THERE ARE THIRTY-FIVE OF THE EMERALD HILL FOLK IN THERE AT THE MOMENT!
YEAH? WELL NOT FOR MUCH LONGER, BUDDY!
LET'S RUMBLE!
INSIDE THE JAIL...
GET IN LINE THERE, BOY!
LOOK AT US WAITING OUR TURN TO BE MADE INTO BADNIKS... LIKE LAMBS TO THE SLAUGHTER!
I CAN'T STAND IT! I'VE GOT TO GET AWAY!
BILLY, NO! YOU CAN'T MAKE IT!
HOW TRUE... HOW TRUE...


CRACK!
I LIVE FOR MOMENTS LIKE THIS! HAHAHA!
WEEEEEEEEEE!
THE ALARM!
YOU BADNIKS! STAY WHERE YOU ARE!
SO MUCH FOR THE SUBTLE APPROACH!
NEXT ISSUE: METROPOLIS MADNESS!

Graphic Zone

Boomers seem to have sun, sea, sand and, of course, Sonic on their minds! The following STC sun-seekers will each receive a pack of colourful **Crayola Overwriter Pens**. Congratulations!

James Annandale, S Glamorgan, Wales. MD owner. Crayola Overwriter Pack Winner.



Sarah Bateman, Redhill, Surrey. MS owner. Crayola Overwriter Pack Winner.

Kristopher Blyth, Basingstoke, Hants. MD owner. Crayola Overwriter Pack Winner.

Amar Badsha, Devon. Crayola Overwriter Pack Winner.

Donal Fenwick,
Co Mayo, Ireland.
MD owner.
Crayola
Overwriter Pack
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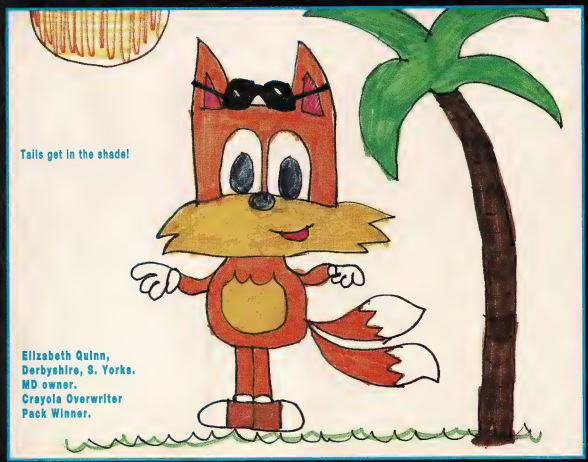
David Findlay,
Kirkintilloch, Scotland.
MD owner.
Crayola Overwriter Pack
Winner.

Hope it's as good as the Sega bus!



Tails get in the shade!

Elizabeth Quinn,
Derbyshire, S. Yorks.
MD owner.
Crayola Overwriter
Pack Winner.

Here's a few tips to help you get your handy-work selected in Graphic Zone:-

- Use paint or felt tip pens on plain white paper if possible (try to avoid lined paper and pencils, as they don't show up as well when printed).
- Be original - come up with your own ideas.
- Put your name and address, preferably written in capital letters, on the back of the page.

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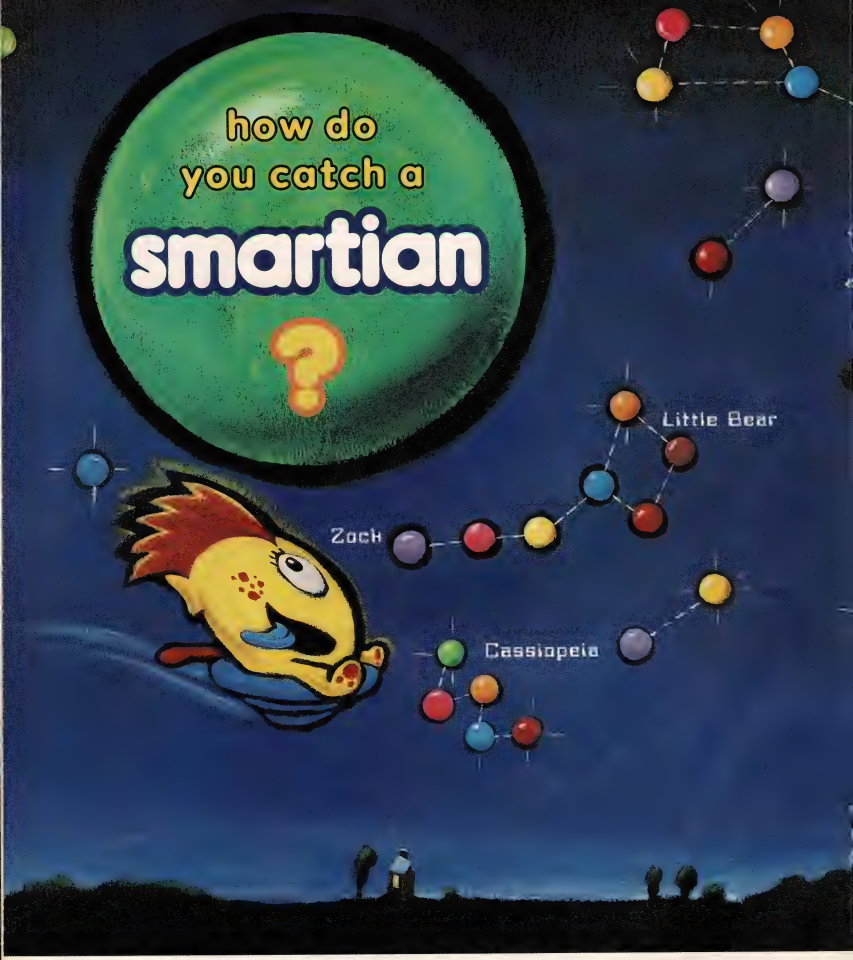
I'M BACK IN THE VIRTUAL REALITY OF WILDSIDE, TRYING TO RESCUE MY SCHOOLMATE, BRAD. SO FAR, SO GOOD, BUT TO GET ANY FURTHER INTO THE GAME, I'VE GOT TO GET PAST THESE GUYS.
THAT WOULDN'T BE EASY AS A SCHOOLKID, BUT NOW I'M NOT JUST PLAIN CASEY, I'M KID CHAMELEON, HERO OF MANY GUISES.
KID CHAMELEON
BACK TO UNREALITY! PART 2
AT THE MOMENT I'M POWERED-UP AS SKYCUTTER. . AND I CAN GO ANYWHERE!
THREE-SIXTY LOOP THE LOOP!
DUH? TOO FAST!
Script: MICHAEL COOK Art: BRIAN WILLIAMSON, STEVE WHITE Letterings: TOM FRAME

YOU CAN SPRAY THAT AGAIN, FUR-FACE!
ARRRGH!
THAT'S NOT SPRAY PAINT, THAT STUFF PACKS A PUNCH LIKE MIKE TYSON.
JUST GOT TO REACH THE TELEPAD AND I'M OUT OF THIS ZONE AND FURTHER INTO WILDSIDE.
HEY, GUYS, DID YOU NEVER READ THE BACK OF THE CAN?
PASTE HIM!
PASTE ME? YOU GUYS GOT SOMETHING TO LEARN ABOUT INTERIOR DECORATING...
DO NOT PLACE NEAR NAKED FLAME – OR EXHAUST TRAILS FROM FLYING POWERBOARDS!
BWWAM!

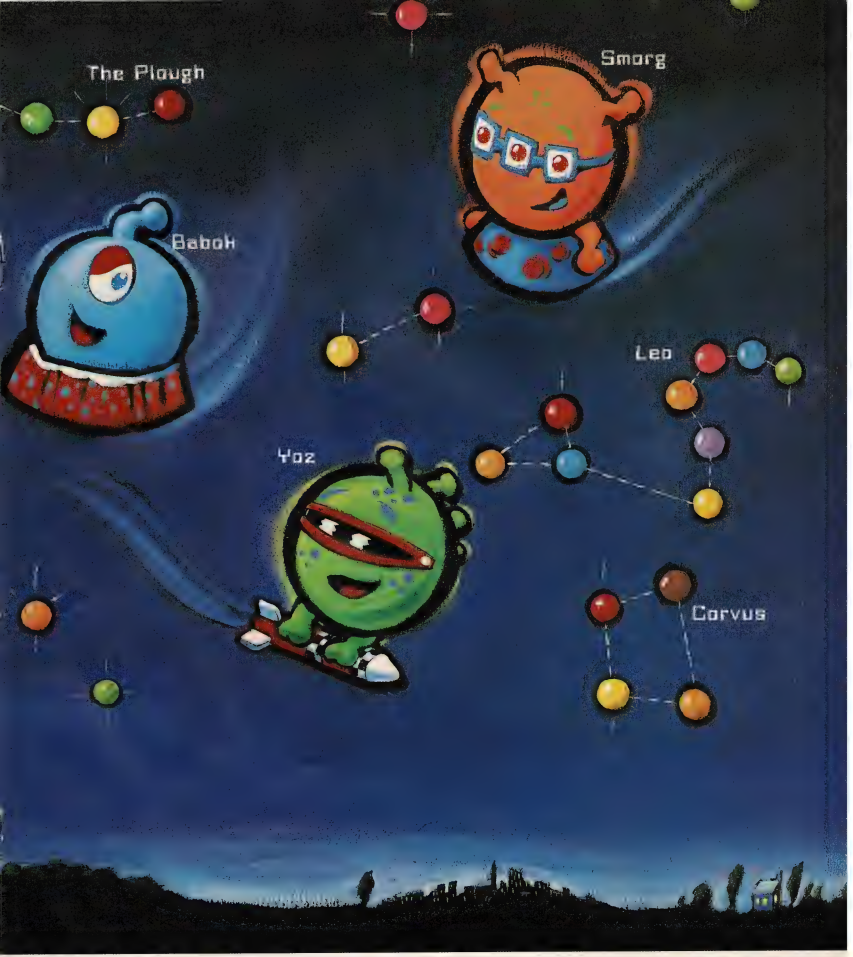
TIP ONE: PAINTING ON WALLS IS FOR DWEEBS!
KID THINKS HE'S SMART.
CRIPS BOY
KKRUNK!
RINO-K
SURE I'M SMART. I'M WA-HEY!
GOT TO FORGET THE SNAPPY PATTER AND CONCENTRATE ON THE BATTLE. KEEP REMEMBERING THIS ISN'T JUST A GAME.
NOW WE GOT HIM.
RUMBLE!
RRUUMBLE!
CRASSH!
NOT GOING TO BE EASY. WHAT USE IS A BOARDER WITHOUT HIS BOARD?
WELL, WHADDYA KNOW!

GOOD TO SEE THE TELEPAD'S NOT TAKEN ANY HITS. IT'S MY TICKET OUT OF THE SUBWAY.
HEY, WHAT'S THIS?
NOTVEL
HELP! BEWARE THE DANGERS OF ISLECATRAZ
ISLECATRAZ?
THERE YOU WILL FIND THE ONE THING YOU SEEK MORE THAN MOST.
VWORP!
VWORP!
HEY, WHAT DO YOU MEAN, VOICE? DO YOU MEAN BRAD?
WELCOME TO THE MIDNIGHT GRAVEYA
THERE'S ANY NUMBER OF DIFFERENT ZONES IN WILDSIDE. THIS ONE'S NEW TO ME -- SEEMS PEACEFUL ENOUGH.
MIDNIGHT GRAVEYARD?

WHA-? HANDS? THIS PLACE IS GETTING TOO SPOOKY!
GOTTA REMEMBER: WILDSIDE'S NEVER WHAT IT SEEMS.
SOMETHING TELLS ME SKYCUTTER'S NO USE HERE.
TIME TO LIFT THE MASK AND SAY...
CHAMELEON!
NOW I DON'T NEED TO RUN AT ALL.
ENTER JUGGERNAUT!
NEXT ISSUE: THESE WHEELS WERE MADE FOR CRUSHING.



Are you ready for the invasion, Earthling? Will you capture your very own glow-in-the-dark Smartian? The only way is to collect the tokens from



special packs of Smarties. Six tokens and 20 of your Earth pence equals one Smartian. But will you catch all four...? Zock, Babok, Smorg and Yoz.

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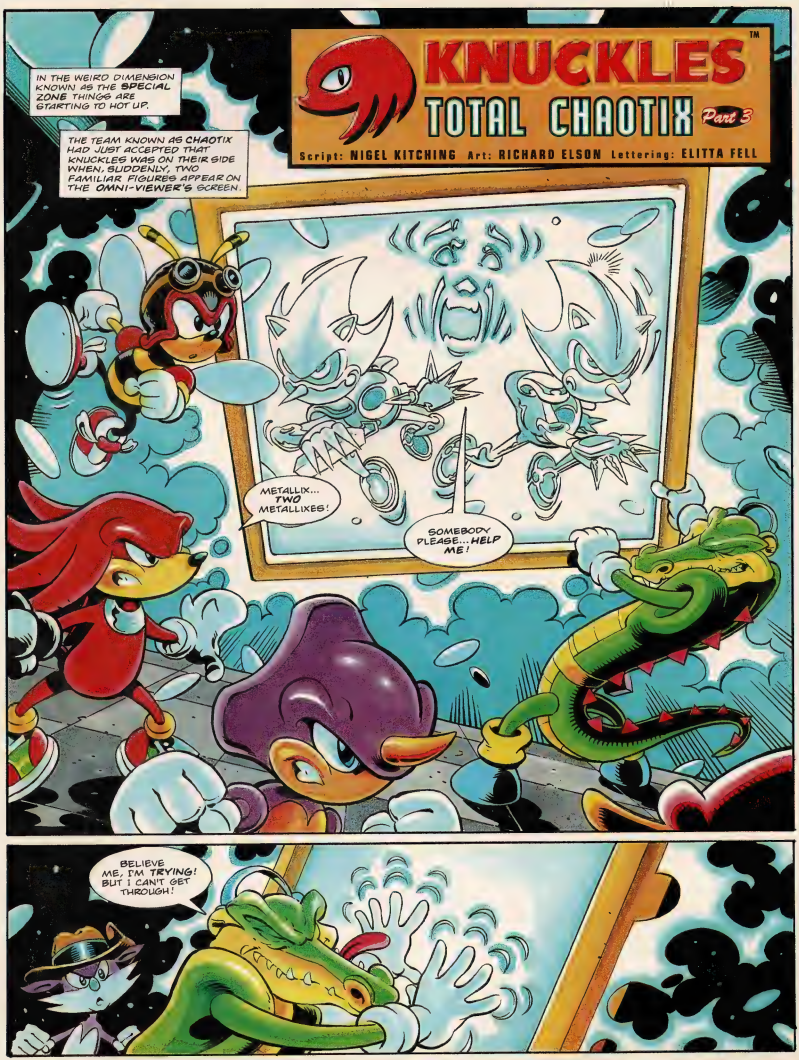
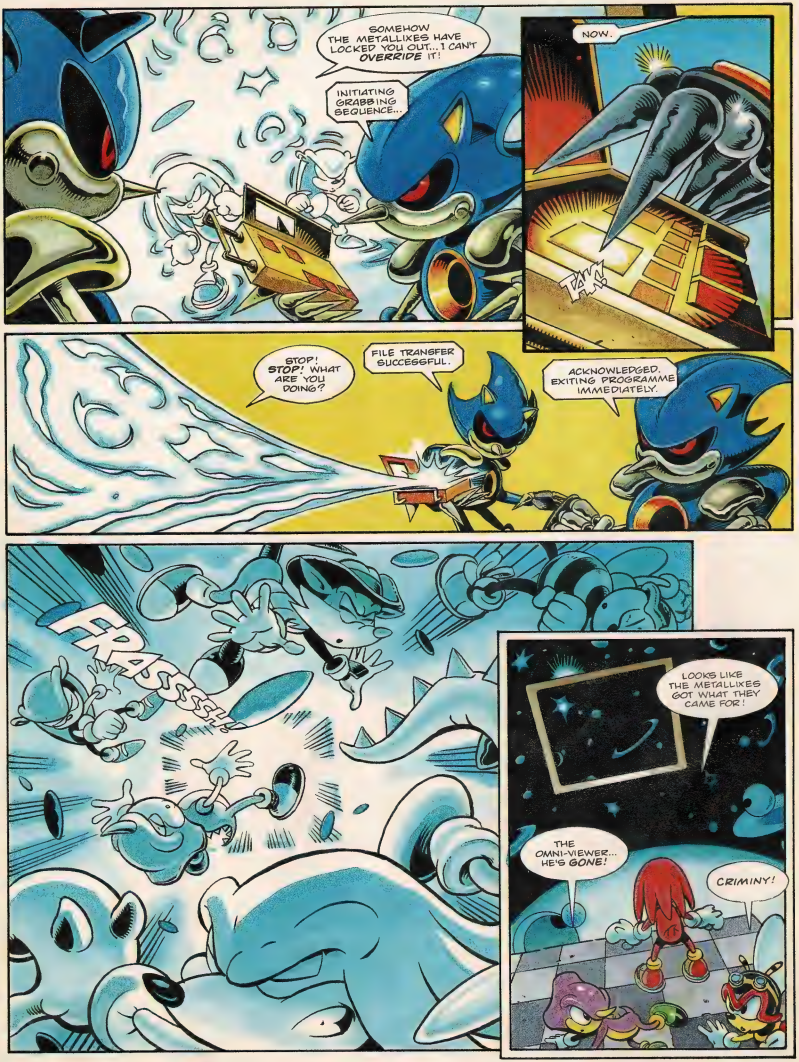
SONIC AND KNUCKLES GO HEAD TO HEAD!

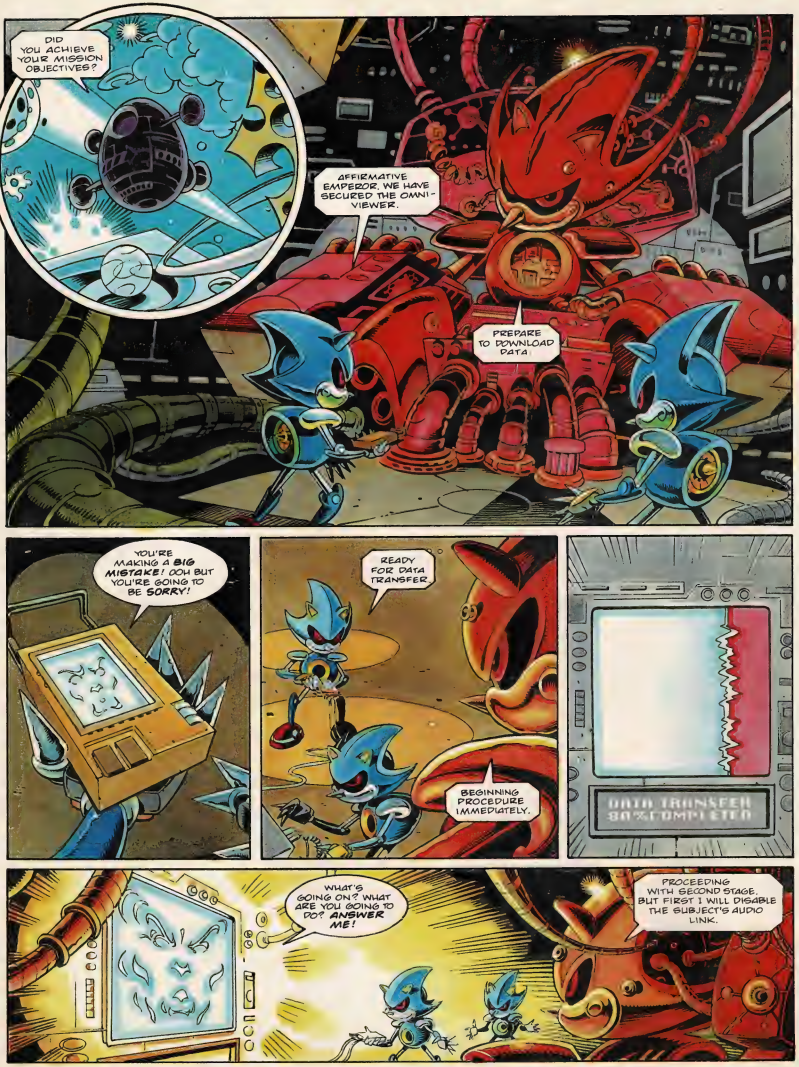
PLUS - WE TAKE A SPECIAL LOOK AT THE NEW GAME CHAOTIX!

EVEN WHEN HE'S ON HOLIDAY... THE ACTION NEVER STOPS FOR SONIC THE HEDGEHOG!


KNUCKLES™
TOTAL CHAOTIX
Part 3
Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELITTA FELL
IN THE WEIRD DIMENSION KNOWN AS THE SPECIAL ZONE THINGS ARE STARTING TO HOT UP.
THE TEAM KNOWN AS CHAOTIX HAD JUST ACCEPTED THAT KNUCKLES WAS ON THEIR SIDE WHEN, SUDDENLY, TWO FAMILIAR FIGURES APPEAR ON THE OMNI-VIEWER'S SCREEN.
METALLIX... TWO METALLIXES!
SOMEBODY PLEASE... HELP ME!
BELIEVE ME, I'M TRYING! BUT I CAN'T GET THROUGH!


SOMEHOW THE METALLIKES HAVE LOCKED YOU OUT... I CAN'T OVERRIDE IT!
INITIATING GRABBING SEQUENCE...
NOW.
CLANK
STOP! STOP! WHAT ARE YOU DOING?
FILE TRANSFER SUCCESSFUL.
ACKNOWLEDGED. EXITING PROGRAMME IMMEDIATELY.
FRASSSH!
LOOKS LIKE THE METALLIKES GOT WHAT THEY CAME FOR!
THE OMNI-VIEWER... HE'S GONE!
CRIMINY!

I'VE MET A METALLIX BEFORE... JUST ONE OF THEM FOUGHT ME AND SONIC TO A STANDSTILL!
WHATEVER IT IS THEY'RE UP TO, WE'VE GOT TO STOP THEM!
LOOK, ONE MINUTE YOU TURN UP OUT OF NOWHERE AND THE NEXT, BADNIKS ATTACK. MAYBE YOU ARE STILL WORKING FOR ROBOTNIK!
I DON'T TRUST YOU!
COME ON, NACK! THE OMNI-VIEWER SAID THAT KNUCKLES WAS BEING TRICKED BY ROBOTNIK, AND KNUCKLES IS NOW HIS SWORN ENEMY!
I STILL DON'T TRUST HIM, OKAY?
VECTOR, WHERE WOULD THE METALLIXES TAKE THE OMNI-VIEWER?
WELL... ROBOTNIK MAY NOT BE IN THE SPECIAL ZONE ANY MORE, BUT HIS EGG FORTRESS STILL IS!
THAT MUST BE IT!
LET'S GO!


DID YOU ACHIEVE YOUR MISSION OBJECTIVES?
AFFIRMATIVE EMPEROR. WE HAVE SECURED THE OMNI-VIEWER.
PREPARE TO DOWNLOAD DATA.
YOU'RE MAKING A BIG MISTAKE! OOH BUT YOU'RE GOING TO BE SORRY!
READY FOR DATA TRANSFER.
BEGINNING PROCEDURE IMMEDIATELY.
DATA TRANSFER 80% COMPLETED
WHAT'S GOING ON? WHAT ARE YOU GOING TO DO? ANSWER ME!
PROCEEDING WITH SECOND STAGE. BUT FIRST I WILL DISABLE THE SUBJECT'S AUDIO LINK.

AT THAT VERY MOMENT OUTSIDE THE EGG FORTRESS
THIS HULL ISN'T GOING TO BE EASY TO GET THROUGH!
BITE YER TONGUE, PAL! AIN'T NO HULL TOUGH ENOUGH TO STOP OL' MIGHTY!
JUST WAIT A...
WHANG!
WAITING'S FOR WIMPS!
HEY, DON'T ALL RUSH TO THANK ME, OR ANYTHING!
MIGHTY, YOU IDIOT! WE WANTED TO BREAK IN QUIETLY!
AND THERE GOES THE ALARM, RIGHT ON CUE!
AAWOOOOO
IT LOOKS LIKE WE'RE GOING TO HAVE TO DO THIS THE HARD WAY!
NEXT ISSUE: THE EGG FORTRESS FIASCO!

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

STC brings you part two, the conclusion, to the terrific platform game, **Mickey Mania**, courtesy of regular game guru David Gibbon.

MICKEY MANIA SPECIAL
The Conclusion

MEGA DRIVE MD

LEVEL FOUR - THE LONESOME GHOSTS

This level takes place in an old house and consists of three rounds. Watch out for the frequent appearance of spine-chillingly spooky ghosts - brrrr!

ROUND ONE: Head right, and jump the first gap. Fall down, catch the marbles and stars, and you'll land on a raft with Pluto. This will take you to the exit.
ROUND TWO: Head right using the stairs and see-saws

until you reach the top. Once there, head right, jump up onto the moving lids and head left to end.
ROUND THREE: As the room fills up with water, jump onto the first barrel. Go left, up the stairs, right, and continue up to the end.

HAZARDS

GHOSTS (Round Two): You can't kill the ghosts, so always wait until they disappear before trying to get past.
STAIRS (Round Two): As soon as a ghost disappears, go up the stairs whereupon it turns into a slide and you'll fall to the ground. Now, jump up the slide and you'll finally reach the top.
GHOSTS (Round Three): This time the ghosts creep up on you and fire at you with a weapon! As soon as you see one fire, jump in the air to avoid it. If two ghosts approach, run and jump over one.

HINTS

BARRELS (Round Three): While on the first barrel, head left. When you come to a ghost in a boat, stay still. As he jets off, either continue left or jump onto another barrel if there is one. On reaching the end, stay on the barrel until the water is completely gone.
TABLE (Round Three): As you're heading right, you'll see a table. Push this to the next staircase to enable you to climb up.

LEVEL FIVE - MICKEY AND THE BEANSTALK

As you might have guessed, this level is based on the famous fairy tale, Jack & The Beanstalk. With four rounds to conquer, you're going to need more than magic beans to get through this!

ROUND ONE: Quite tricky, this one. Just head right, but follow the Hazards and Hints.
ROUND TWO: Head down, and right to the end. Touch a

button on the floor then head left and fall down a hole to meet the Giant Spider!

ROUND THREE: Head right, and stand on each brown patch to raise a small Beanstalk. Use this to climb higher then head right to reach the giant Beanstalk.

ROUND FOUR: Just head right but at one point you'll need to push some Jelly to the right in order to reach a higher platform.

HAZARDS

BEETLES: Get past these critters by bouncing off their backs. If they start to fly throw a marble straight at them!

GIANT SPIDER (Round Two): Go left and touch a button, then quickly run to the right - the Spider will begin to chase after you! As you approach a Ladybird jump on its back and it'll take you to the end.

GIANT BEANSTALK (Round Three): Jump on the middle, then move towards the left edge. Repeat to reach the top. Kill the insects by jumping on their back's. Sounds easy, but it ain't!

HINTS

APPLE AND FLOWERPOT (Round One): Push the Apple right to allow you to reach a higher platform. Now push the Flowerpot right so that it sits under the water. After the flower has grown, push it left and use it to climb higher.

LEAF BOATS (Round One): As you sail across the water on the leaf, always stand on the left edge. This allows you to run and leap to the next one. The Dragonflies will constantly attack but the marbles will only stun, so duck to avoid them.

LEVEL SIX - THE PRINCE AND THE PAUPER

If you've got this far you must be one tip-top gamer. This is one of the best and hardest level's in the game. There are six rounds in all, so get ready to do battle!

ROUND ONE: Go right, and push the wooden chest back to the start. Climb onto the ledge, hop onto the swinging lights and continue the obvious route.

ROUND TWO: Using the milk jug, climb up the platforms and move a large switch. Jump down and head right to end.

ROUND THREE: Head right, then take the obvious route to end.

ROUND FOUR: Another 3D tower! This time you're going up.

ROUND FIVE: Climb up the ledges as fast as possible. Shoot any baddies before you jump to the next platform. Once at the top, head right.

ROUND SIX: The Final Boss! Move the cart filled with spikes so that he lands on it each time he jumps. Next, while dodging the falling spikes, wait until he throws a dagger into the wall. Jump onto this, and jump up to hit the switch so the large ball moves and hits him. Repeat to win.

HAZARDS

MESH FRAMES (Round Three): Stand on the white platform but jump as you come to any small rotating spikes. Jump right onto the next approaching platform.

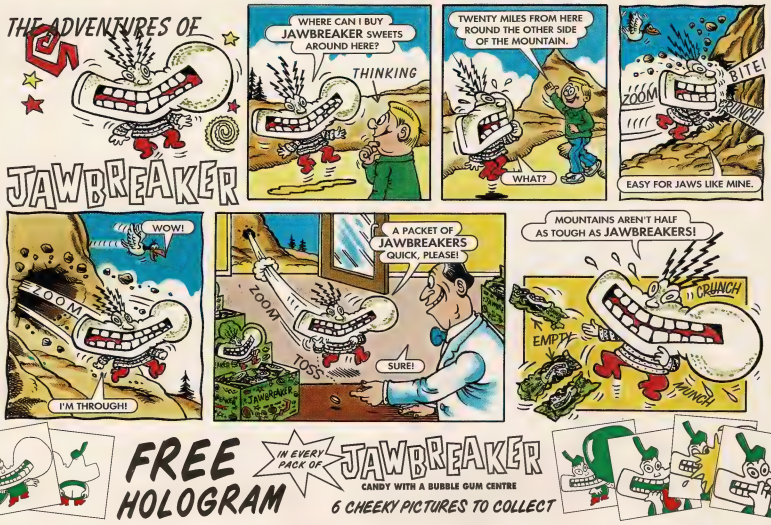
CLOSING WALL (Round Three): Don't hang around, head down as fast as possible!

HINTS

SWINGING LIGHTS (Round One): Push the D-Pad left then right to swing the Lights. When you've built up momentum, jump from one to another and onto the stairs.

ROCK (Round Three): Push the Rock onto a switch to create a temporary platform. Get on the moving platform but jump right onto another platform before you hit the spikes. Get back on the moving platform and go right.

RUBBER DUCK (Round Three): At the start of the level, jump up and down on the air pump. Now jump onto the Rubber Duck and head right.



"Well, I think Arsenal will either win or lose the Championship this year."

(Graham Taylor)

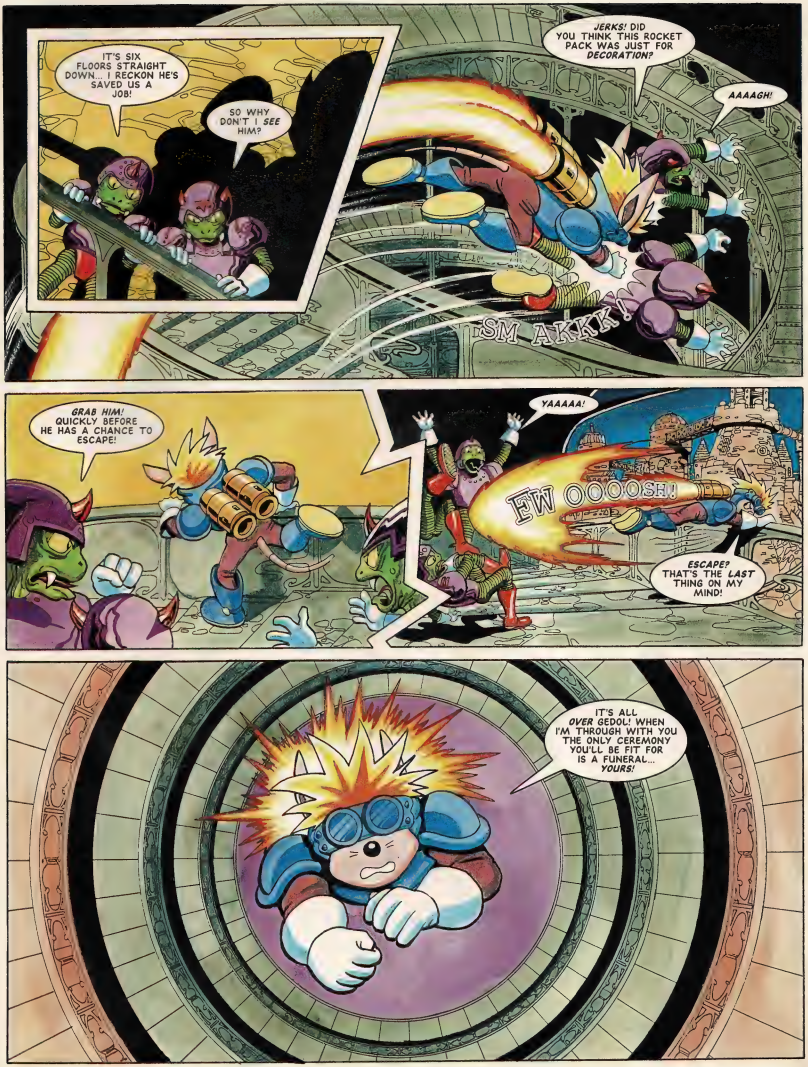
Arsenal for around £4·00. Just one of 463 teams to choose from.

Subbuteo
Accessories

"Puts the game in a different league, Brian."

SPARKSTER™
LAST OF THE ROCKET KNIGHTS! Part 3
Script: NIGEL KITCHING Art: KEITH PAGE Lettering: STEVE POTTER
WHILST ATTEMPTING TO RESCUE PRINCESS SHELLY* FROM CASTLE ZEBULAN, SPARKSTER MAKES A SHOCKING DISCOVERY...
THAT'S RIGHT SPARKSTER, KING GEDOL AND I ARE TO BE MARRIED... TODAY!
GEDOL YOU CAN'T DO THIS!
*THE RIGHTFUL RULER OF THE KINGDOM OF ZEBULOS, IN CASE YOU FORGOT - MEGADROID
HEH, WHY OF COURSE I CAN.
WITH OUR MARRIAGE THE GEDOL AND ZEBULAN EMPIRES WILL BE UNITED... FOREVER! UNDER MY RULE NATURALLY.
GUARDS!
YOU MONSTER! I'LL FIND SOME WAY OF BREAKING THE ENCHANTMENT YOU HAVE OVER PRINCESS SHELLY AND HER PEOPLE!
YOU'RE STARTING TO BORE ME SPARKSTER...
IN FACT THE ONLY THING THAT INTERESTS ME ABOUT YOU IS THE ARMOUR YOU WEAR... THE ENCHANTED ARMOUR OF THE ORIGINAL ROCKET KNIGHT!

TAKE HIM TO THE DUNGEONS AND AFTER YOU HAVE... AH, DEALT WITH HIM, LEAVE HIS ARMOUR IN MY CHAMBERS.
THE AWESOME POWER OF THE ORIGINAL ROCKET KNIGHT LIVES ON IN THE ARMOUR... BUT THERE WILL BE TIME TO CONSIDER THIS LATER... *AFTER* THE WEDDING!
NOW I MUST GO AND MAKE PREPARATIONS.
Y'KNOW, I'VE JUST ABOUT HAD *ENOUGH* OF THIS...
IT'S JUST THE *BEGINNING*, ROCKET KNIGHT!
THAT'S JUST WHERE YOU'RE *WRONG*...
...THIS IS THE *END!*
HE'S JUMPING!


IT'S SIX FLOORS STRAIGHT DOWN... I RECKON HE'S SAVED US A JOB!
SO WHY DON'T I SEE HIM?
JERKS! DID YOU THINK THIS ROCKET PACK WAS JUST FOR DECORATION?
AAAAGH!
SM AKK!
GRAB HIM! QUICKLY BEFORE HE HAS A CHANCE TO ESCAPE!
YAAAAA!
FW OOOOSH!
ESCAPE? THAT'S THE LAST THING ON MY MIND!
IT'S ALL OVER GEDDO! WHEN I'M THROUGH WITH YOU THE ONLY CEREMONY YOU'LL BE FIT FOR IS A FUNERAL... YOURS!

MEANWHILE IN PRINCESS SHELLY'S ROOM, PREPARATIONS FOR THE WEDDING ARE WELL UNDER WAY.
YOU LOOK BEAUTIFUL... JUST LIKE A PRINCESS!
I AM A PRINCESS, YOU IDIOT!
SHELLY MY BELOVED, I'D LIKE YOU TO MEET STUBB, MY MOTHER!
IT'S A PLEASURE, MRS ER..
NOT MUCH MEAT ON THIS ONE SON, ALL SKIN 'N BONE!
MOTHER! I'M NOT GOING TO EAT HER, I'M GOING TO MARRY HER!
MARRY HER? ARE YOU SURE? OH WELL, IF YOU DO CHANGE YOUR MIND I'VE THIS RECIPE FOR SOUP WHICH...
I MUST APOLOGISE FOR MOTHER... SHE DOESN'T GET OUT VERY OFTEN...
SIRE! I'M SORRY TO BOTHER YOU, BUT SPARKSTER HAS ESCAPED!
HMMM... THAT IS A NUISANCE. STILL, HE'S ONE AGAINST AN ENTIRE WORLD... WHAT CHANCE DOES HE HAVE?

PALACE GUARDS!
IT'S SPARKSTER! DON'T LET HIM GET AWAY!
BELIEVE IT OR NOT WE ALL USED TO BE ON THE SAME SIDE.
ARGHH!
WHA... WHERE'D HE GO?
AND I KNOW THIS ISN'T YOUR FAULT, SO I'M TRYING TO GO EASY ON YOU, OKAY?
WH... WHY ARE WE... ATTACKING SPARKSTER?
IT'S HAPPENING AGAIN! THE ENCHANTMENT OF MY ARMOUR IS BREAKING GEDOL'S SPELL!
THERE'S NO TIME TO EXPLAIN EVERYTHING NOW! BUT IF I'M GOING TO DEFEAT GEDOL, I NEED YOUR HELP!
NEXT ISSUE: THE SECRET OF GEDOL'S POWER!

SPEEDLINES

Sound off to Megadroid about anything you want to do with *STC*, Sega or the meaning of life as we know it!

Send your letters (or drawings) to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Include your name, address and Sega system you use (MD, MCD, MS or GG) clearly on the back of your work. Megadroid regrets that drawings cannot be returned or correspondence entered into.

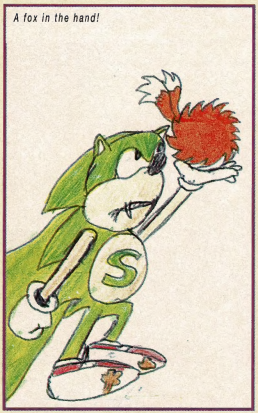
Adopt an Attitude!

Dear *STC*,

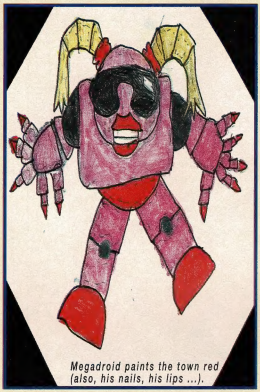
My parents would like to know if Sonic has a mum and dad because they'd like to adopt him.

Aaron Downing, Barrow-in-Furness, Cumbria. MD owner.
Sonic Stationery Winner.

And how would you all feel about eating chilli dogs and pizza every day, Aaron? Look out for Sonic's 'family tree' in a future Graphic Zone .



↑ **Gary Bailey, Stockport, Cheshire. MD owner. Sonic Stationery Winner.**



Megadroid paints the town red (also, his nails, his lips ...).

↑ **Kelly Mullins, Reading, Berks. MD owner. Sonic Stationery Winner.**

One of the Boys!

Dear Megadroid,

My son Paul really admires Richard Elson's artwork and wrote to him asking for advice on drawing. Paul was delighted to receive a detailed letter and I'd just like to say how grateful we are for Mr Elson's kindness.

Mrs & Mr Hunter, Whinmoor, Leeds. Sonic Stationery Winner.

You mean Richard took time out in between his busy STC schedule? The humes-who-think-they're-in-charge should have something to say about that!

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, ask for **Helen Waller** on **0171 344 6400.**

Wanted!

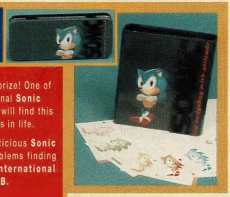
Dear *STC*,

Tell Amy Rose not to worry if Sonic isn't interested in her because I'll gladly have her as my girlfriend. Also, please give her my love!

Peter Bottomley, Newton Abbot, Devon. MD owner.
Sonic Stationery Winner.

What do you take this for, Peter? Blind Date!

Win a Prize!



It's true! Every letter and drawing printed on this page wins a prize! One of these **Highgrove Stationery** sets comprising of a Segasational **Sonic Organiser and Tin** (with three pencils) can be yours! Boomers will find this an essential accessory to organising those important events in life.

The **Highgrove Stationery** set is just part of a range of megaticious **Sonic** products available from most retail stationers. If you have problems finding a stockist in your area write to **Highgrove Stationery Ltd., International House, Unit 3, 59 Compton Road, London N1 2PB.**

TAKE A LOOK INSIDE ...

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WHO ARE YOU?

Tell us your name, age & address.

NAME.....
ADDRESS.....
.....
.....
.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....
SCORE/ACHIEVEMENT
.....
.....

SYSTEM:- (please tick)
MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....
.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....
2.....
3.....

HOW DO YOU RATE ISSUE 55 OF **STC?**

☐ %

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The Pink Power Ranger is a strong, independent champion gymnast, whose weapon is the Battle Bow.

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The Blue Power Ranger is a possible genius! Sometimes he is too intelligent for the others to understand. He draws his power from the Wolf Ninja Zord.

Actual Size: 60mm

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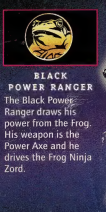
WHITE POWER RANGER
The White Power Ranger is the ultimate Ranger - and stars in the Mighty Morphin Power Rangers movie.

NEW POWER RANGER

YELLOW POWER RANGER
A determined Power Ranger who always speaks her mind. The Yellow Power Ranger's power comes from the Bear Ninja Zord.



BLACK POWER RANGER
The Black Power Ranger draws his power from the Frog. His weapon is the Power Axe and he drives the Frog Ninja Zord.

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